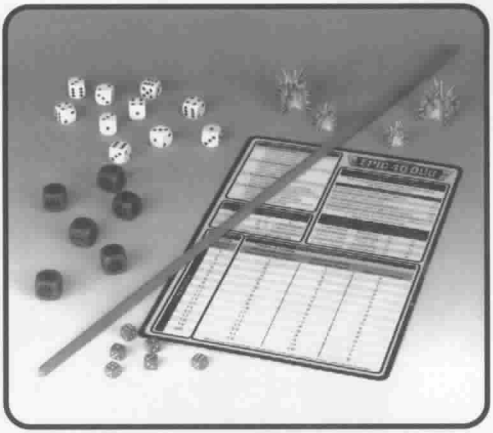
WARHAMMER

EPIC 40,000

GETTING STARTED

ASSEMBLING YOUR MINIATURES, BUILDINGS AND COMPONENTS.

Before you can start you'll need to assemble a few models, but don't worry, that's half the fun of the Epic 40,000 hobby! If you're not sure about gluing models together just yet, you can use a small blob of Blu-Tack for now. You will also need one of the card reference sheets, a plastic range ruler and one or two of the small explosions (called Blast markers). It's a good idea to have some dice handy too (the ordinary ones and the ones marked with symbols rather than dots).



ASSEMBLING YOUR MODELS

To begin with you'll need to remove your models from their sprues using a pair of clippers or a sharp modelling knife. It's a good idea to put down a thick layer of newspaper to protect the tabletop beneath your work area.

Models may need some cleaning up with a small file or an emery board to remove any unwanted bits of plastic. When you've done this you can push the parts together. Alternatively, stick the parts together using polystyrene cement for extra strength.

ASSEMBLING TANKS, BATTLEWAGONS AND STOMPAS

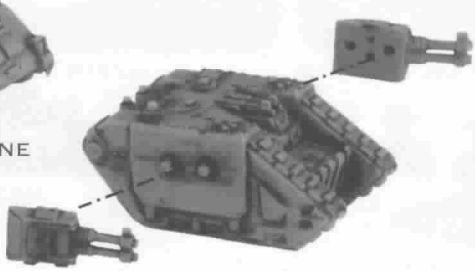
Space Marine Tanks

There are three types of Space Marine tanks: Whirlwinds, Land Raiders and Rhinos.

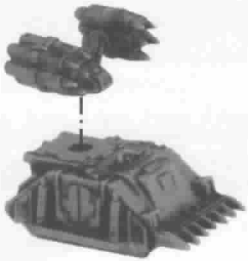
Rhinos require no assembly. They simply need removing from the sprue. The Whirlwind and Land Raider models, however, do need some assembly.

To assemble the Whirlwind, remove the Whirlwind chassis and turret from the sprue, and push the turret peg into the hole as shown. To assemble the Land Raider, remove the chassis and the two side sponsons from the sprue and simply push them onto the side of the chassis.

SPACE MARINE RHINO



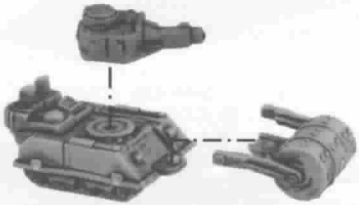
SPACE MARINE LAND RAIDER ASSEMBLY



SPACE MARINE WHIRLWIND ASSEMBLY

Ork Battlewagons

Different turret and close combat weapon combinations enable you to assemble Battlewagons in many different ways. Push the turret peg into the hole provided in the Battlewagon chassis. Then attach the close combat weapon to the front of the vehicle as shown.



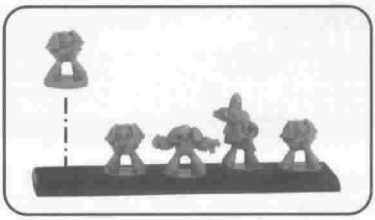
ORK BATTLEWAGON ASSEMBLY

Ork Stompas

Simply clip the two halves of the Stompa together, as shown in the diagram below.

ORK STOMPA ASSEMBLY

ASSEMBLED BATTLEWAGONS



ASSEMBLING INFANTRY

To assemble an infantry stand, remove the troops from the sprues and glue them into the holes provided on the infantry base.The positions of the holes in the bases vary, allowing some variety when you come to basing your troops. The units you can make with the contents of this box are illustrated here.

SPACE MARINE TACTICAL SQUAD. TWO UNITS INCLUDING A SERGEANT AND ONE HEAVY WEAPON

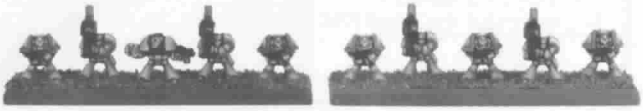
SPACE MARINE SCOUTS

SPACE MARINE ASSAULT UNIT

LIBRARIAN UNIT

SPACE MARINE CAPTAIN UNIT

SPACE MARINE TERMINATORS



SPACE MARINE DEVASTATOR SQUAD. TWO UNITS INCLUDING A SERGEANT AND TWO HEAVY WEAPONS PER BASE

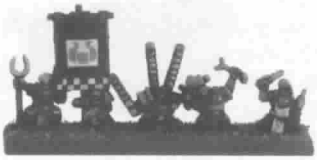
ORK KOMMANDOS UNIT

GRETCHIN UNIT

ORK STORMBOYZ UNIT

ORK NOBZ UNIT

ORK BOYZ UNIT

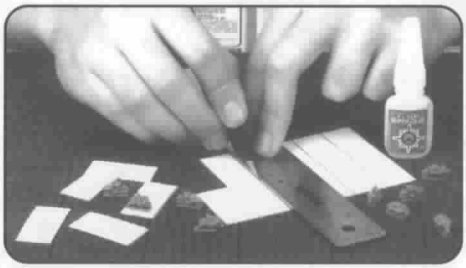


ORK WARBOSS UNIT

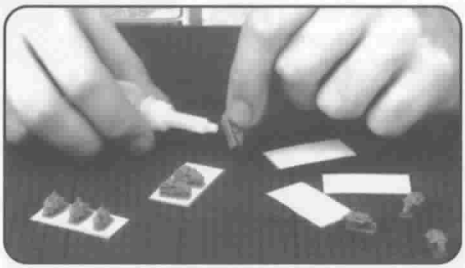
ORK SHOOTY BOYZ UNIT

MAKING YOUR OWN BASES

For bikes and cavalry etc, it's best to make your own bases out of card. The best size is about 40mm x 20mm, although you can vary this to suit yourself. Once you've cut out the card shapes, all you have to do is glue the models into position using superglue.

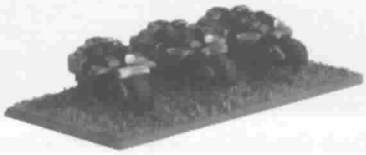


CUTTING BASES

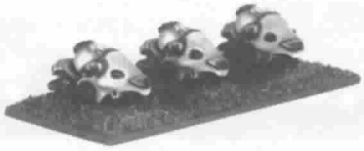


GLUING MODELS TO BASES

ALTHOUGH THEY ARE NOT DESIGNED FOR THIS PURPOSE, YOU CAN, IF YOU WISH, BASE YOUR CAVALRY OR BIKE UNITS ON INFANTRY STANDS. SIMPLY GLUE THE MODELS INTO PLACE AND TRIM AWAY ANY PLASTIC FROM THE MODEL'S BASE THAT OVERHANGS THE EDGE OF THE STAND.



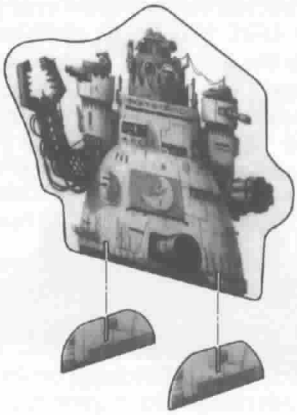
ORK WARBIKES ON CARD

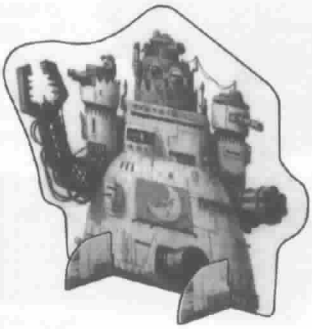


SPACE MARINE BIKES ON CARD

ORK SHOKK ATTACK GUN ON CARD

ASSEMBLING YOUR CARD GARGANT





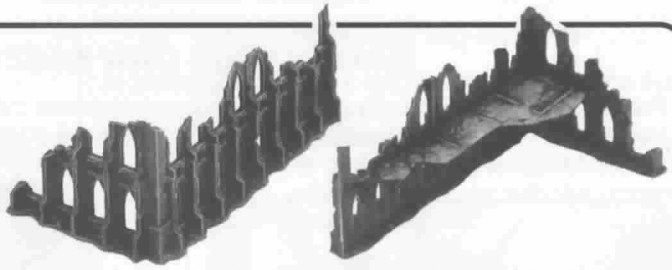
PUSH OUT THE GARGANT BODY AND FEET FROM THE CARD SHEET.

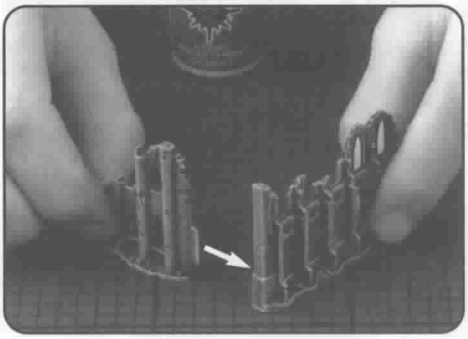
NEXT, INSERT THE GARGANT'S BODY INTO THE SLOTS PROVIDED IN THE FEET.

THE GARGANT DOES NOT REQUIRE GLUING.

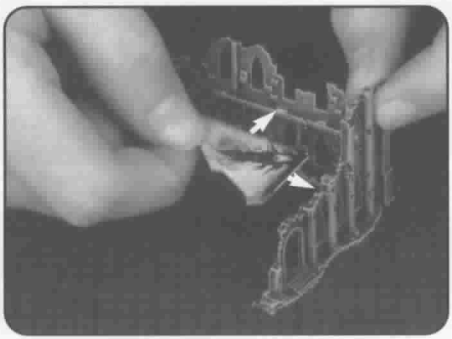
RUINS

Using the ruined buildings, you can make an entire ruined city in which to stage your Epic 40,000 battles.





Push the tab of one wall into the slot of another. We recommend that you glue the walls together with polystyrene cement for extra stability.



Apply polystyrene cement to the two straight edges of the card floor and then glue it into place against the two thin tabs along the inside of the assembled walls.

Supplied with each infantry base sprue is a set of rubble sections. These can be used in a variety of ways to recreate the terrain of the Epic 40,000 battlefield.

Some are used in one of the following encounters as a simple linear piece of cover, but you can use them in any way you wish. You might combine them with the larger wall sections to create large areas of ruined buildings, or the interior of a once mighty edifice, or stick them on bases in rows to represent roads

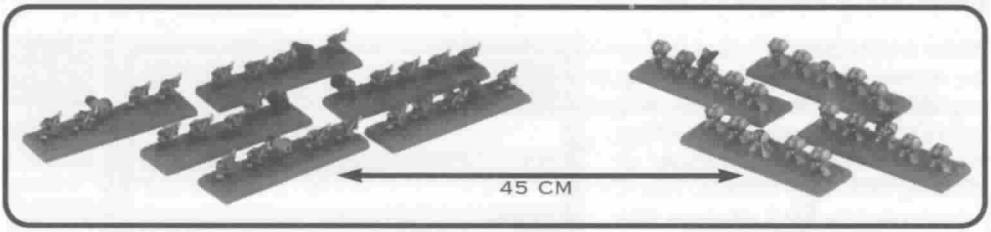
BY GLUING RUBBLE SECTIONS TO CARD AND ADDING SAND AND PEBBLES, YOU CAN CREATE YOUR OWN MODELLED TERRAIN.

PLAYING WARHAMMER EPIC 40,000

To the novice Epic 40,000 player, learning the rules of the game may seem a daunting prospect at first. The following encounters will help you to get to grips with many of the core rules. Better still, you can play the game whilst you're learning the rules!

ENCOUNTER ONE – SPACE MARINES VERSUS ORKS

In Epic 40,000 units don't usually move around on their own but are grouped together in detachments. Two detachments clash in this encounter. Take four units of Space Marines and six units of Orks. Place the Space Marines 45cm away from the Orks.



TURN 1

In Epic 40,000 there are a number of different things a detachment can do, such as moving, shooting and fighting in close combat. Each of these actions has its own part in the turn called a phase. At the start of each phase the players draw an Initiative counter from a cup to see which of the two sides has the advantage in that phase.

MOVEMENT PHASE

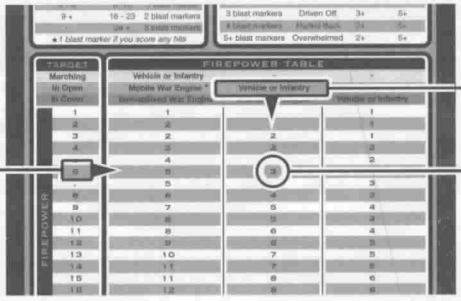
Say, for example, in the movement phase of this turn, the Imperial counter is drawn out. The Space Marines can decide whether they want to move first or second. They decide to make the Orks move first, so they can wait and see what the enemy gets up to. The Orks move straight towards the Space Marines, travelling their full distance of 10cm. The Space Marines also move straight towards the Orks 10cm, so they are now 25cm apart.

SHOOTING PHASE

After movement, the players resolve shooting. This time the Orks are lucky enough to win the initiative and shoot first. First of all, they must check if the Space Marines are in range. Orks have a range of 30cm so they are. Next, you must work out the Firepower of the detachment. This shows how much fire the detachment can bring to bear on the enemy. Each Ork unit is worth 1 point of Firepower, so the detachment as a whole has 6 Firepower.

Now you cross-reference the Firepower of the Orks with the detachment they are shooting at on the Firepower Table given on the reference card. Space Marines are infantry, so look at Vehicles and Infantry. The Space Marines are not in a wood or behind a wall or other cover, so look at the Open row (coloured green) until you come across Vehicles and Infantry. Looking down this column you can see that a detachment with 6 Firepower firing at Vehicles and Infantry in the Open rolls three dice.

DETERMINING FIREPOWER



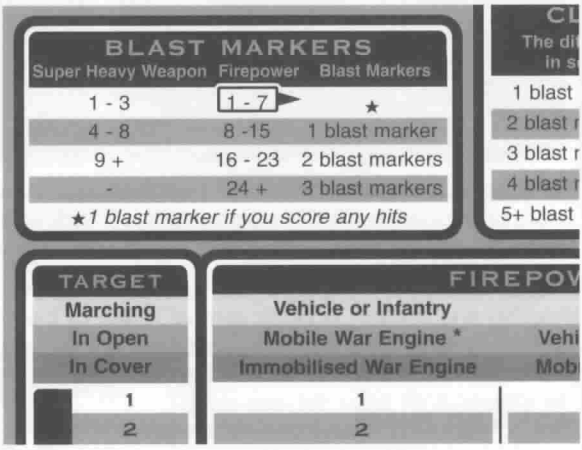
Stage 1
Find your total Firepower score on the Firepower column.

Stage 2
Determine the kind of target that you are shooting

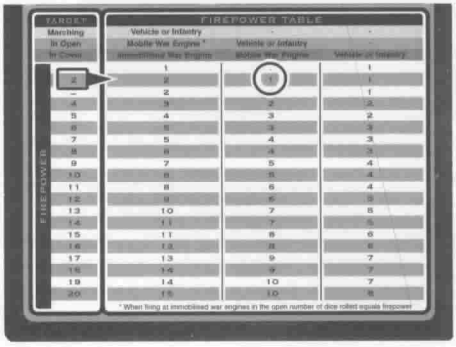
Stage 3
Cross reference these two results to find the number of dice you roll to hit.

Next the Ork player finds out what the armour value of the target is. In this case Space Marines have an Armour value of 5 so the Ork player must roll a 5 or more to hit them. Roll three dice. Each dice that scores a 5 or 6 is a hit inflicted on the Space Marines and you should take off the nearest unit.

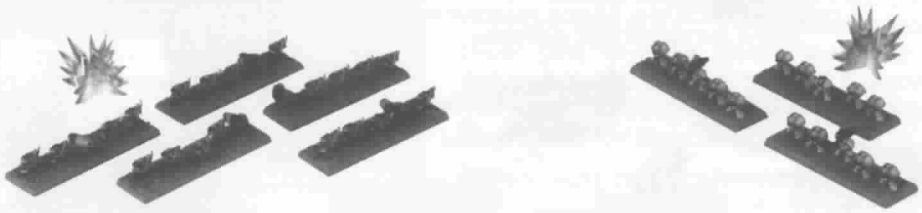
When a detachment is fired at by the enemy, the weight of fire can sometimes make it duck and scurry for cover, making it unwilling to move and less effective at shooting and close combat. This is represented by Blast markers (the small and large explosions). Looking at the Blast markers chart on the reference sheet, we see that shooting with 6 Firepower will only inflict a Blast marker on the enemy if a hit is scored. If the Orks hit a Space Marine unit, place a Blast marker next to the Space Marines.



Next it's the turn of the Space Marines to shoot back. Like Orks, the Space Marines have a Firepower of 1 each. If, for example, the Orks managed to kill one unit of Space Marines, the Space Marines' Firepower total will have been reduced from 4 to 3 (as there are only 3 units left). The Space Marines' may also have a Blast marker on them, as the Orks scored a hit, so their Firepower total might be reduced by a further point to make a final total of 2. Look up their Firepower total on the Firepower Table to see how many dice to roll. The Space Marines are shooting at Vehicles and Infantry on the Open (green) line. Refer to the middle column of the Firepower Table.



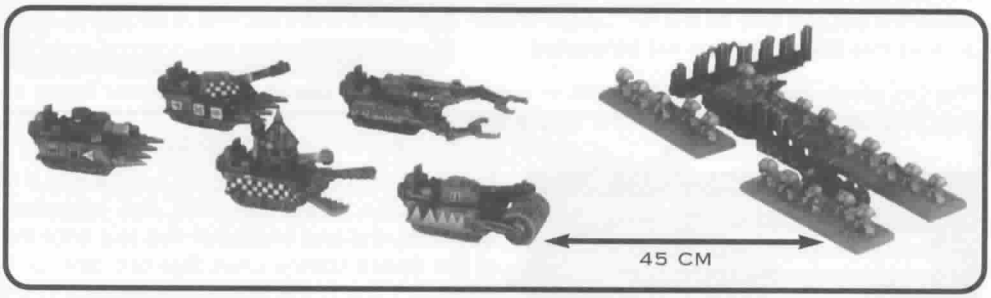
Orks don't have the thick power armour that Space Marines wear (their Armour value is only 4) so the Space Marines only need a 4 or more to hit the Orks. Roll the number of dice shown on the Firepower Table. Each 4, 5 or 6 kills an Ork unit. Don't forget to mark the Orks with a Blast marker if any of them are hit.



THE SHOOTING PHASE OF TURN ONE ENDS WITH BOTH SIDES HAVING LOST ONE UNIT, AND EACH FORCE HAVING A BLAST MARKER AGAINST THEM.

ENCOUNTER TWO – SPACE MARINES VERSUS ORK BATTLEWAGONS

Assemble four units of Space Marines and five Ork Battlewagons. You will also need a line of small wall sections from the infantry base sprue, enough for you to line up two of the Space Marine units behind one wall. Place the Battlewagons 45cm away from the Space Marines on the other side of the wall.



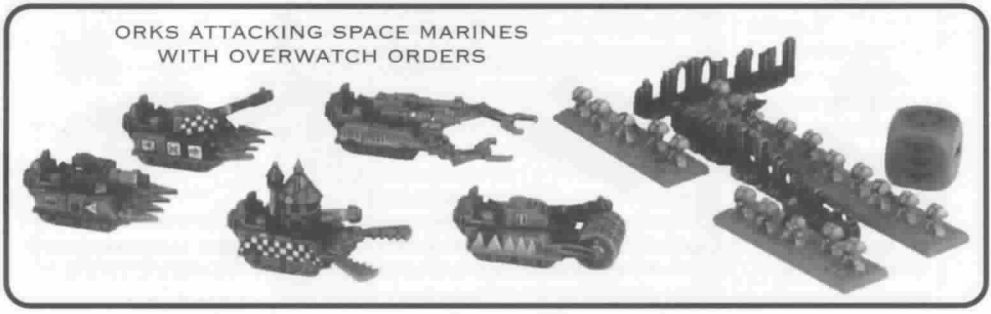
TURN 1

MOVEMENT PHASE

The Orks win the initiative in this movement phase and nominate the Space Marines to make the first move. As well as just moving and shooting in the standard fashion, a detachment can follow a number of special orders instead. For example, a unit preparing to charge towards the enemy and engage it in close combat will be placed on Assault orders. Alternatively, a detachment that wants to move rapidly across the battlefield may March. Each of these orders enables the detachment to act in a different way, but at a cost. Troops marching can triple their speed but cannot shoot, for example. In this encounter the Space Marines make the most of the cover provided by the wall and go onto Overwatch orders.

Going onto Overwatch means the detachment is taking very careful aim - it can't move very far but its shooting will be more accurate. The Battlewagons move in to attack, rumbling 25cm towards the Space Marines.

Place the Order dice next to the Space Marines with this face up to indicate that they are on Overwatch.

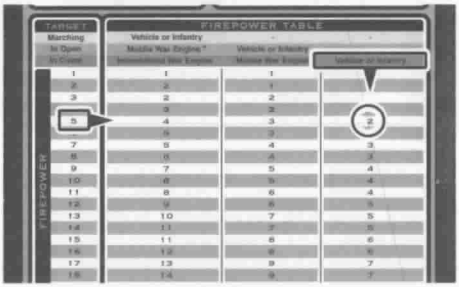


SHOOTING PHASE

The Orks also manage to win the initiative in the shooting phase and the Battlewagons can fire first. Since they are all in one detachment, the Battlewagons add their Firepower together before looking up the total on the Firepower Table. Each Battlewagon has a range of 45cm and a Firepower of 1, giving the detachment a total of 5 Firepower.

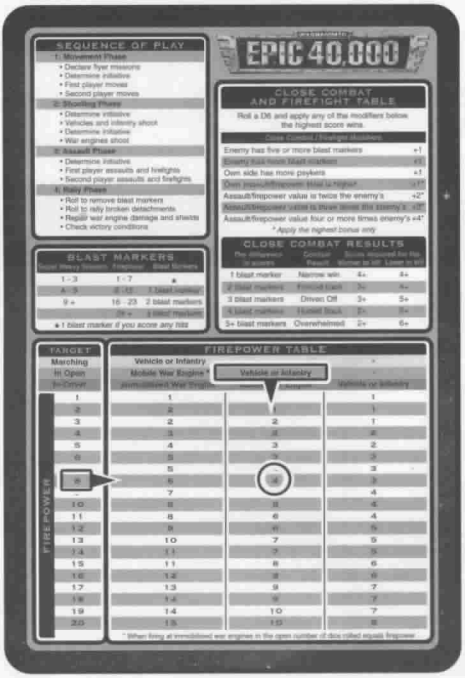
The Ork player must make a choice now. Does he want to fire at the whole Space Marine detachment or just the models in the open? If he fires at models in cover he will roll one less dice but can potentially hit more models. If he shoots at models in the open he will be rolling more dice but can only hit the two Space Marine units not behind the wall. If he scores three or more hits the extra ones will be wasted.

The Ork player opts to fire at the units in cover as well (red line on the Firepower Table) so they may only roll two dice to hit the Space Marines.



Normally the Ork player would need a 5 or 6 to hit the Space Marines, but the protection offered by the wall increases this to a 6 for two of the Space Marine units. Roll two dice: on a score of 5 one of the Space Marine units in the open is destroyed. On a score of 6 you can eliminate one of the units behind the wall. If the Battlewagons manage to hit a Space Marine unit place a Blast marker next to the Space Marines to show they are under fire.

Now the Space Marines fire back. Space Marines normally only have a Firepower of 1, but they are specially trained to unleash a hail of fire if they remain stationary. This is called Rapid Fire and gives the Space Marines a Firepower of 2 each when they are on Overwatch orders. If the total is 8 (because all four units survived the Battlewagons' fire) place a Blast marker on the Orks - the Space Marines are kicking out so much fire the Orks are feeling under pressure without the Space Marines needing to score a hit.



Roll the number of dice shown (for example, a Firepower total of 8 means the Space Marine player gets to roll 4 dice). Remember to deduct 1 from the Space Marines' Firepower total if the Battlewagons managed to place a Blast marker on them.

Battlewagons have an Armour value of 5 so any 5's or 6's score a hit. As the Space Marines are on Overwatch they can re-roll any dice that score a 4 or less. If the second roll scores 5 or more this counts as another hit. For every 5 or 6 rolled, one Battlewagon is destroyed, starting with the Battlewagon closest to the Space Marines.

If the Space Marines didn't manage to place a Blast marker earlier (because their Firepower was less than 8) then they will get to place one Blast marker on the Battlewagons if they can score one or more hits. They may only place one Blast marker, regardless of how many hits they score in total.

BY THE END OF THE SHOOTING PHASE, THE SPACE MARINES HAVE SUFFERED NO CASUALTIES, WHILST THE ORKS HAVE LOST TWO OF THEIR BATTLEWAGONS.

ONE WAY OF INDICATING ON THE BATTLEFIELD WHICH VEHICLES HAVE BEEN WRECKED IS TO TURN THEM UPSIDE DOWN OR ON THEIR SIDE, ONCE THEY ARE DESTROYED.

ONWARDS AND UPWARDS

Now that you've got some idea of how the basic system works, why not have a look at the Core rules and try one of the Re-fights from the Battles Book (the Sulphur River is a good one to start with). After that there'll be no holding back, as larger battles are fought and ever greater glory beckons.

CLOSE COMBAT/ FIREFIGHT TABLE

Used to work out Close Combat and Firefights. See main rules for details.

CLOSE COMBAT RESULTS TABLE

Used to resolve Close Combat results and casualties. See main rules for full details.

BLAST MARKER TABLE

Used to calculate how many Blast Markers are placed on a unit when it is fired upon.

FIREPOWER TABLE

Select appropriate column for target and cross reference with Firepower Chart. Eg, if target is Infantry in open use middle column.

FIREPOWER CHART

Find Firepower of firing unit on this column, and cross-reference this value with the Firepower Table.

WARHAMMER EPIC 40,000

SEQUENCE OF PLAY

1: Movement Phase
- Declare flyer missions
- Determine initiative
- First player moves
- Second player moves

2: Shooting Phase
- Determine initiative
- Vehicles and infantry shoot
- Determine initiative
- War engines shoot

3: Assault Phase
- Determine initiative
- First player assaults and firefights
- Second player assaults and firefights

4: Rally Phase
- Roll to remove blast markers
- Roll to rally broken detachments
- Repair war engine damage and shields
- Check victory conditions

CLOSE COMBAT AND FIREFIGHT TABLE

Roll a D6 and apply any of the modifiers below, the highest score wins

Close Combat / Firefight Modifiers	
Enemy has five or more blast markers	+1
Enemy has more blast markers	+1
Own side has more psykers	+1
Own assault/firepower total is higher	+1*
Assault/firepower value is twice the enemy's	+2*
Assault/firepower value is three times the enemy's	+3*
Assault/firepower value four or more times enemy's	+4*

* *Apply the highest bonus only*

BLAST MARKERS

Super Heavy Weapon Firepower	Blast
1 - 3	1 - 7	★
4 - 8	8 -15	1 blast marker
9 +	16 - 23	2 blast markers
	24 +	3 blast markers

★ *1 blast marker if you score any hits*

CLOSE COMBAT RESULTS

The difference in scores	Combat Result	Score required for the Winner to kill	Loser to kill
1 blast marker	Narrow win	4+	4+
2 blast markers	Forced back	3+	4+
3 blast markers	Driven Off	3+	5+
4 blast markers	Hurled Back	2+	5+
5+ blast markers	Overwhelmed	2+	6+

FIREPOWER TABLE

TARGET			
Marching	Vehicle or Infantry	-	-
In Open	Mobile War Engine *	Vehicle or Infantry	-
In Cover	Immobilised War Engine	Mobile War Engine	Vehicle or Infantry
FIREPOWER 1	1	1	1
2	2	1	1
3	2	2	1
4	3	2	2
5	4	3	2
6	5	3	3
7	5	4	3
8	6	4	3
9	7	5	4
10	8	5	4
11	8	6	4
12	9	6	5
13	10	7	5
14	11	7	5
15	11	8	6
16	12	8	6
17	13	9	7
18	14	9	7
19	14	10	7
20	15	10	8

* When firing at immobilised war engines in the open number of dice rolled equals firepower

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ENGLISH EPIC WARHAMMER 40,000 GETTING STARTED **105075**

WARHAMMER

EPIC 40,000

SEQUENCE OF PLAY

1: Movement Phase
- Declare flyer missions
- Determine initiative
- First player moves
- Second player moves

2: Shooting Phase
- Determine initiative
- Vehicles and infantry shoot
- Determine initiative
- War engines shoot

3: Assault Phase
- Determine initiative
- First player assaults and firefights
- Second player assaults and firefights

4: Rally Phase
- Roll to remove blast markers
- Roll to rally broken detachments
- Repair war engine damage and shields
- Check victory conditions

BLAST MARKERS

Super Heavy Weapon	Firepower	Blast Markers
1 - 3	1 - 7	★
4 - 8	8 -15	1 blast marker
9 +	16 - 23	2 blast markers
-	24 +	3 blast markers

★1 blast marker if you score any hits

CLOSE COMBAT AND FIREFIGHT TABLE

Roll a D6 and apply any of the modifiers below, the highest score wins.

Close Combat / Firefight Modifiers	
Enemy has five or more blast markers	+1
Enemy has more blast markers	+1
Own side has more psykers	+1
Own assault/firepower total is higher	+1*
Assault/firepower value is twice the enemy's	+2*
Assault/firepower value is three times the enemy's	+3*
Assault/firepower value four or more times enemy's	+4*

** Apply the highest bonus only*

CLOSE COMBAT RESULTS

The difference in scores	Combat Result	Score required for the Winner to kill	Loser to kill
1 blast marker	Narrow win	4+	4+
2 blast markers	Forced back	3+	4+
3 blast markers	Driven Off	3+	5+
4 blast markers	Hurled Back	2+	5+
5+ blast markers	Overwhelmed	2+	6+

FIREPOWER TABLE

TARGET	Marching	In Open	In Cover
	Vehicle or Infantry	-	-
	Mobile War Engine *	Vehicle or Infantry	-
	Immobilised War Engine	Mobile War Engine	Vehicle or Infantry
FIREPOWER 1	1	1	1
2	2	1	1
3	2	2	1
4	3	2	2
5	4	3	2
6	5	3	3
7	5	4	3
8	6	4	3
9	7	5	4
10	8	5	4
11	8	6	4
12	9	6	5
13	10	7	5
14	11	7	5
15	11	8	6
16	12	8	6
17	13	9	7
18	14	9	7
19	14	10	7
20	15	10	8

* When firing at immobilised war engines in the open number of dice rolled equals firepower

ORDER DICE SYMBOLS

MARCH

BROKEN

ASSAULT

OVERWATCH

SPECIAL

IMMOBILISED

TERRAIN EFFECTS TABLE

Terrain	Infantry Armour Bonus	Infantry	Vehicle	War Engine
Fortifications	+2	No Effect	Impassable	Impassable
Intact Buildings	+1	No Effect	Impassable	Impassable
Ruins, Rubble	+1	No Effect	Dangerous	Dangerous
Woods	+1	No Effect	Dangerous	Dangerous
Marsh, Swamp*	0	Dangerous	Dangerous	Dangerous
River	0	Dangerous	Impassable	Dangerous
Open Ground	0	No Effect	No Effect	No Effect
Roads	0	Add 5cm to unit's Speed if entire phase is spent on a road.		

No Effect = No effect!

Impassable = May not enter

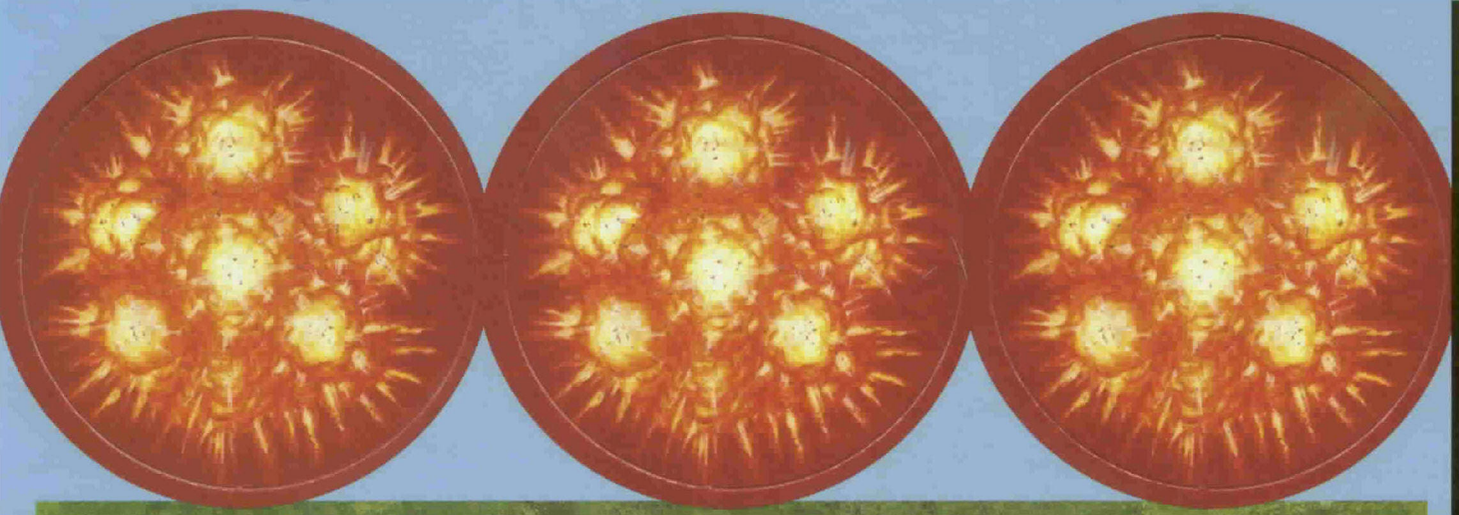
Dangerous = Roll a D6 when you enter, or when you start to move if already in the terrain. On a roll of 1 the unit must immediately halt. If the unit is halted, roll the D6 again. The unit takes a hit if the second roll is also a "1". Hits can't cause criticals on war engines.

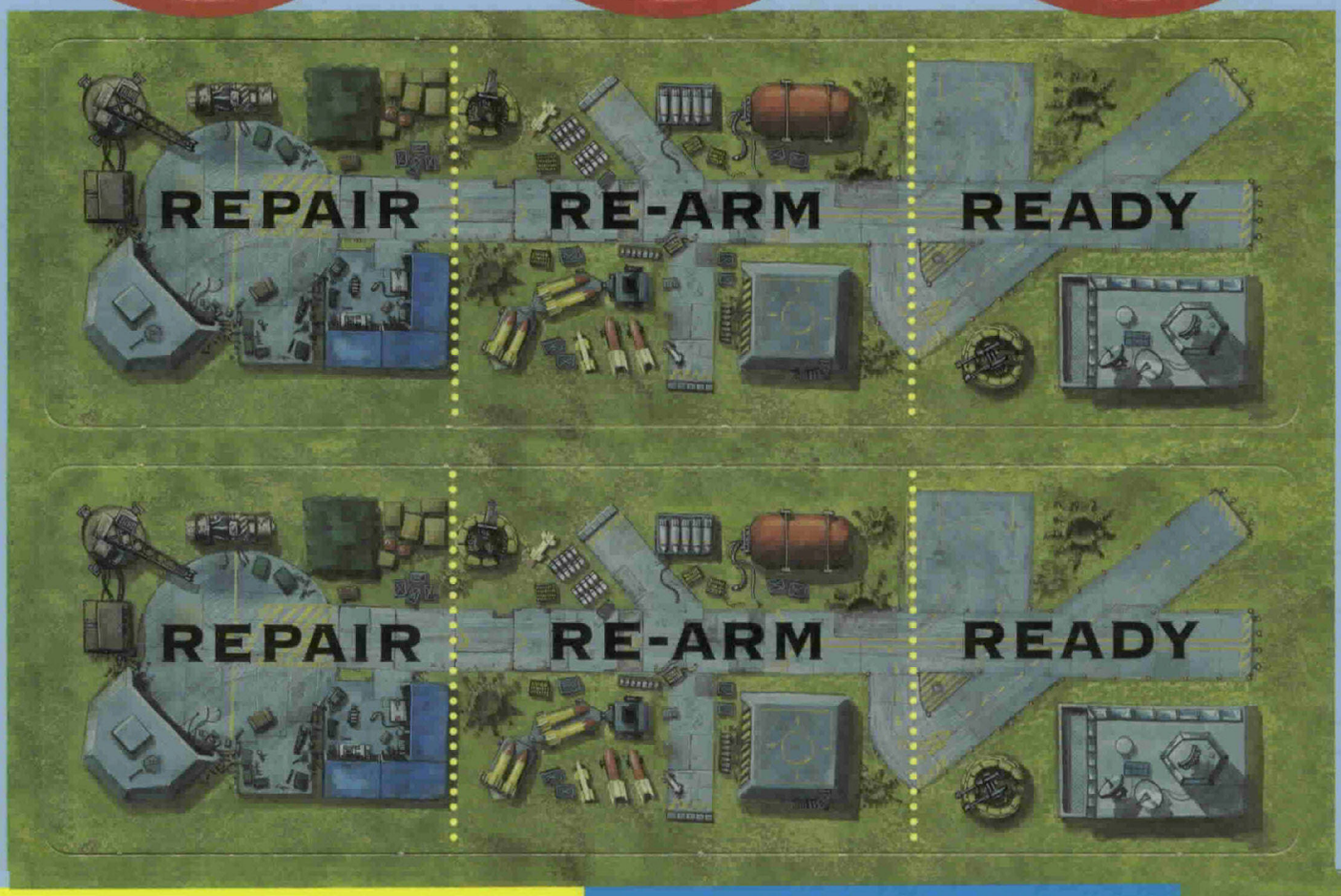
SUPER HEAVY WEAPONS

Anti-Tank	Roll a D6 to hit, target's Armour value counts as 4 (always roll 1 dice to hit, hitting on a 4+).
Barrage	Firepower equals number of units from target detachment under barrage template.
Disrupt	Roll a dice: on a roll of 4+ place blast marker on enemy. No casualties inflicted.
Heavy Barrage	Firepower equals number of units from target detachment under barrage template x 2.

SPECIALISTS AND SPECIAL ABILITIES

Artillery	Artillery does not need a line of fire and can make a Preparatory Bombardment attack.
Assault	Assault units add +1 to their Assault value but Range is reduced to 15cm.
Cavalry	Double Speed, triple when charging in assault phase. Treat terrain as for vehicles. Add +1 to Armour (max. 6+).
Close Support	Count their Firepower value in close combat support instead of +1.
Flak	When on Special Orders fire at enemy flyers as they perform transport/ground attacks.
Heavy Weapons	+1 Firepower, increase Range to 45cm, but halve Assault (round up).
Hero	Heroes have a Save (see below) and their Assault value is doubled.
Infiltrators	Infiltrators are within command if within 60cm of HQ. They deploy up to 30cm outside normal deployment or add +30cm to their first move.
Jump Packs	Double Speed, triple when charging in assault phase. Ignore terrain when moving, but must test if starting or ending in dangerous terrain.
Psyker	Advantage in close combat/ firefight. Some Fate cards are directed through Psykers.
Rampage	Roll two dice to score hits in close combat. Rampage units are always caught by the enemy and destroyed if they lose a close combat.
Rapid Fire	Double Firepower when on Overwatch (does not apply to heavy weapons).
Save	Ignore any hit on a D6 roll of 4, 5 or 6.
Skimmer	Ignore terrain when moving. If starts or ends in dangerous terrain must take test. Skimmer can 'pop up' to trace a line of fire anywhere (and if targeted from anywhere).
Stubborn	Stubborn units may re-roll dice for any failed Leadership tests. The second roll counts.
Supreme Commander	Any detachment within 30cm of HQ becomes Stubborn. If Supreme Commander in close combat or firefight, may re-roll the dice once.
Transport (x)	Transport units can carry X infantry units. Mounting or dismounting costs 5cm to both the transport unit and the infantry unit. Can mount and dismount in same turn. Troops in destroyed transport escape on a 4+.





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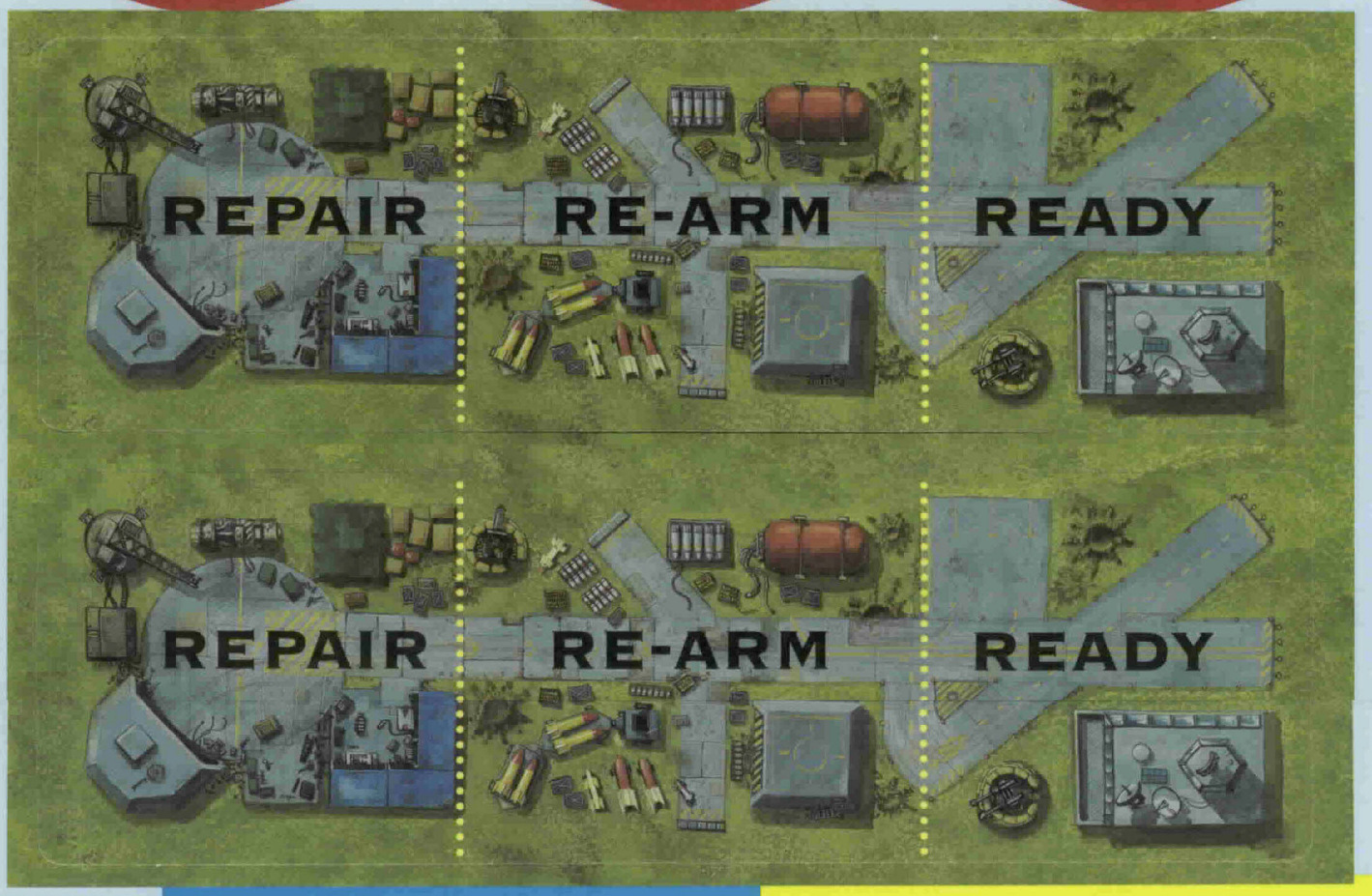


RESCUE

WARHAMMER 40,000 EPIC

WARHAMMER 40,000 EPIC

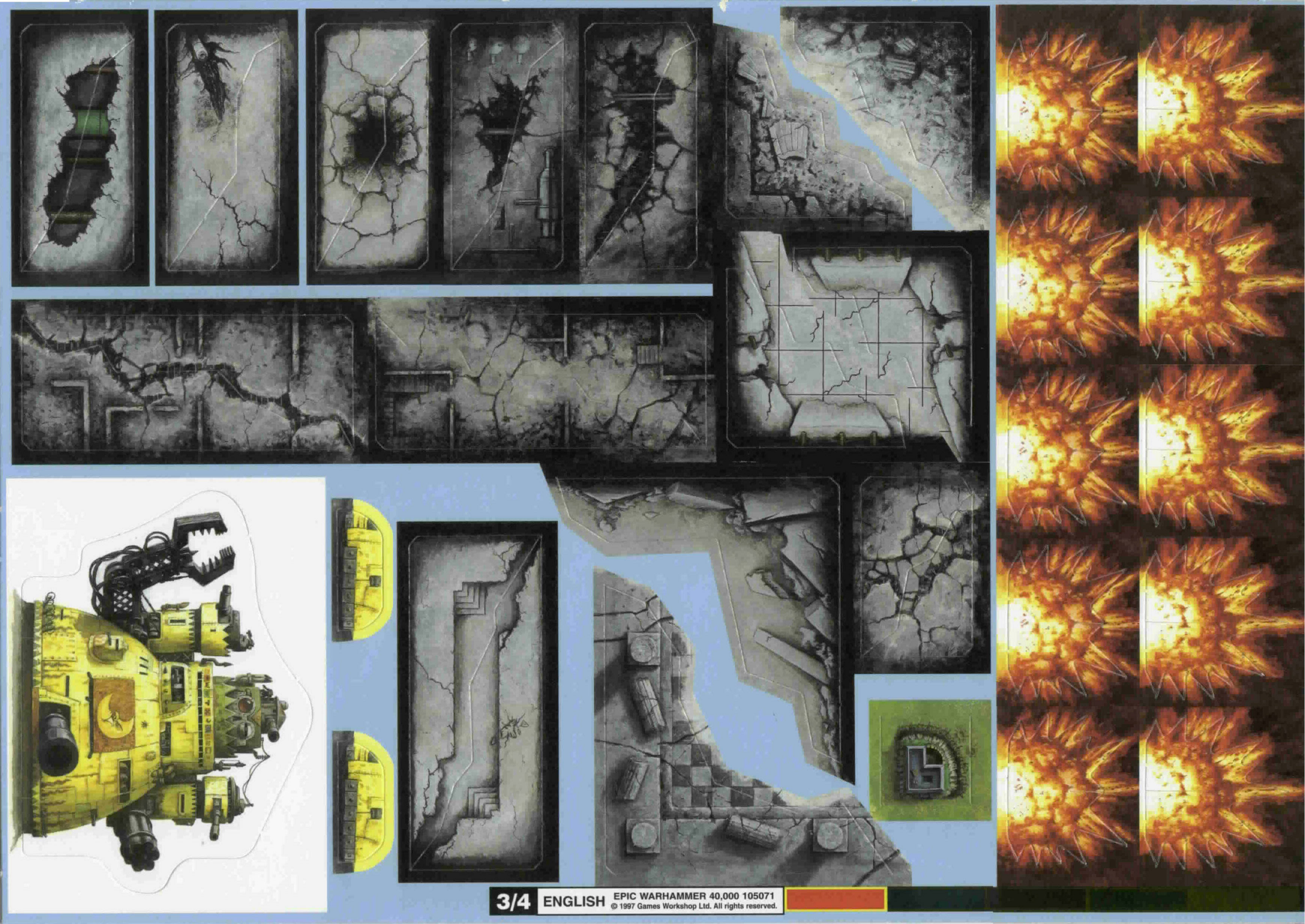
WARHAMMER 40,000 EPIC

WARHAMMER 40,000 EPIC

WARHAMMER 40,000 EPIC

WARHAMMER 40,000 EPIC

RESCUE	BUNKER	BUNKER	CAPTURE	CAPTURE	CLEANSE	CLEANSE
RESCUE	BUNKER	BUNKER	CAPTURE	CAPTURE	CLEANSE	CLEANSE
RESCUE	TAKE & HOLD	HIDDEN	HIDDEN	HIDDEN	HIDDEN	HIDDEN
TAKE & HOLD	TAKE & HOLD	HIDDEN	HIDDEN	HIDDEN	HIDDEN	HIDDEN



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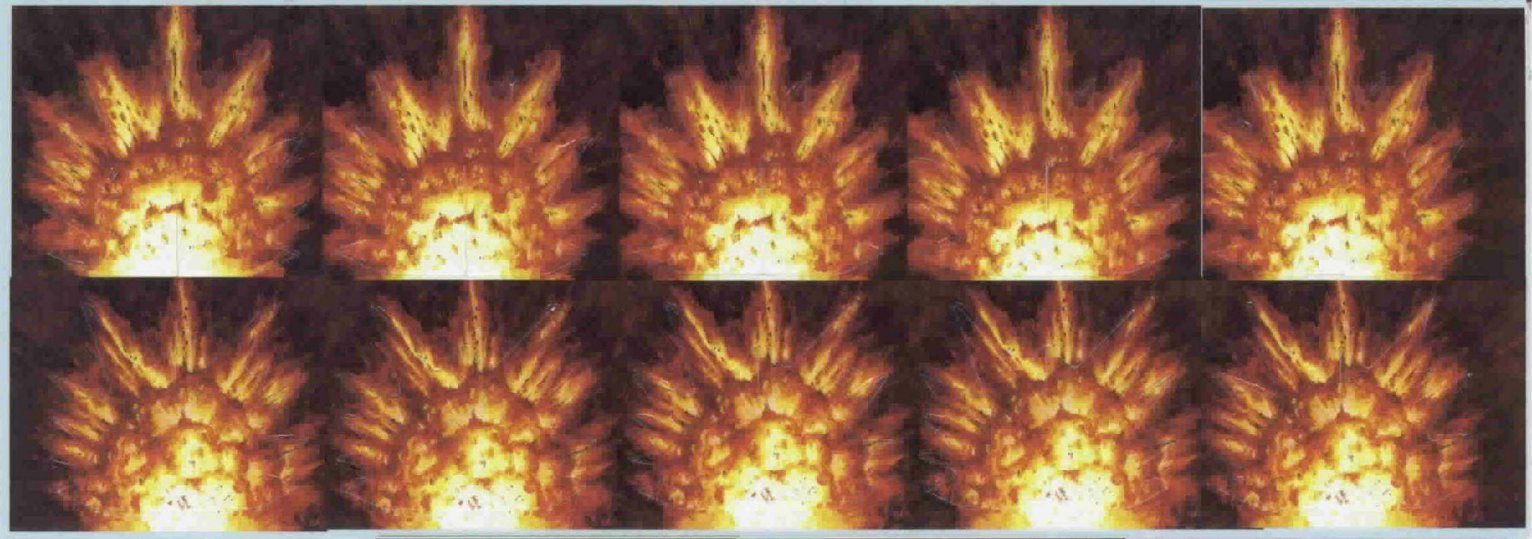
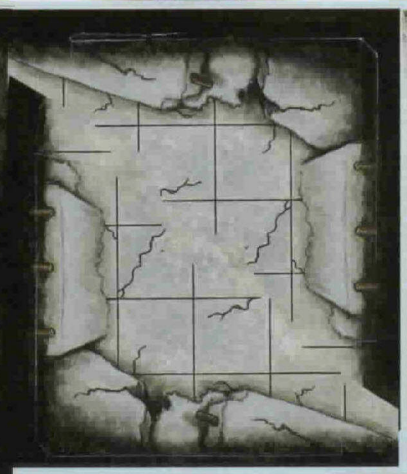
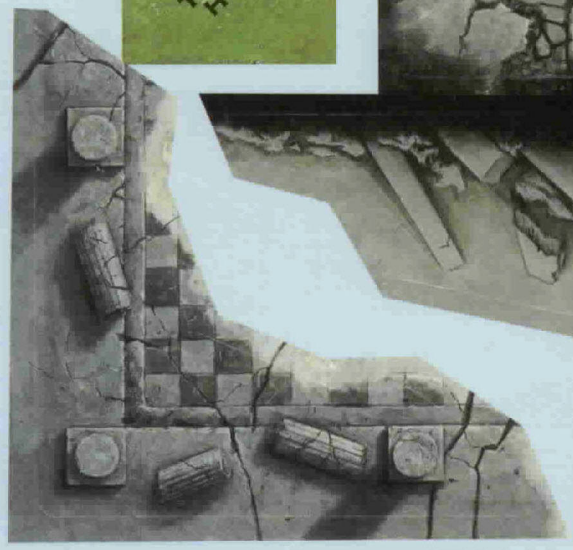
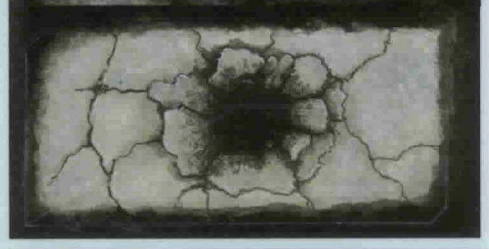
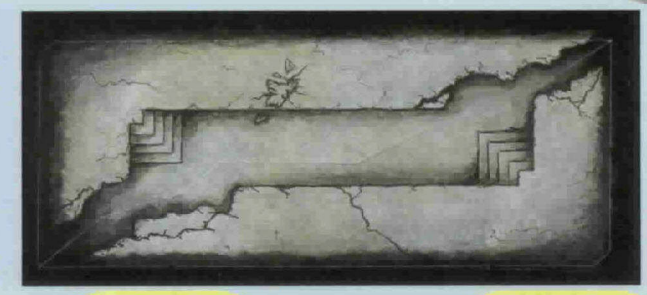


TAKE & HOLD

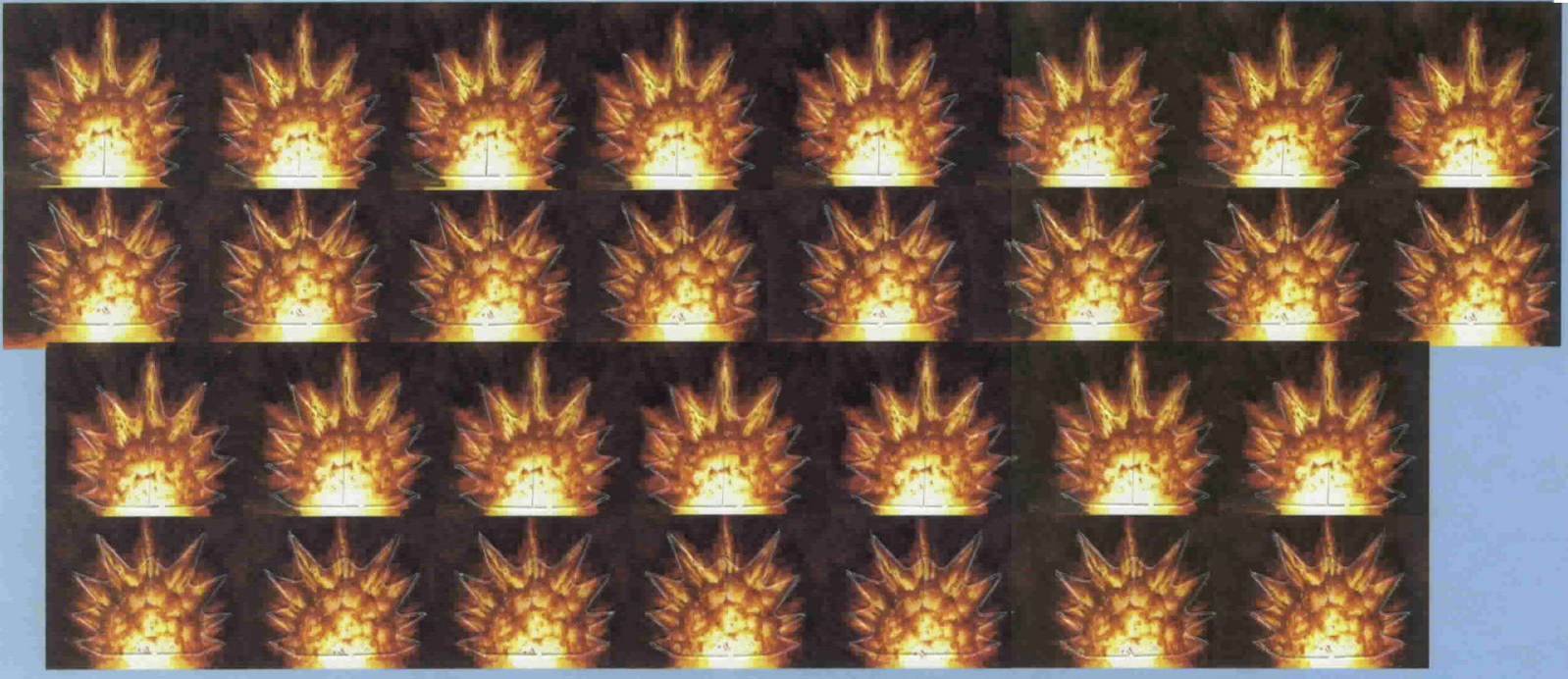








GREAT GARGANT	
SPEED	15CM
ARMOUR	5+
DAMAGE	18
SHIELDS	D6+6
ASSAULT	30



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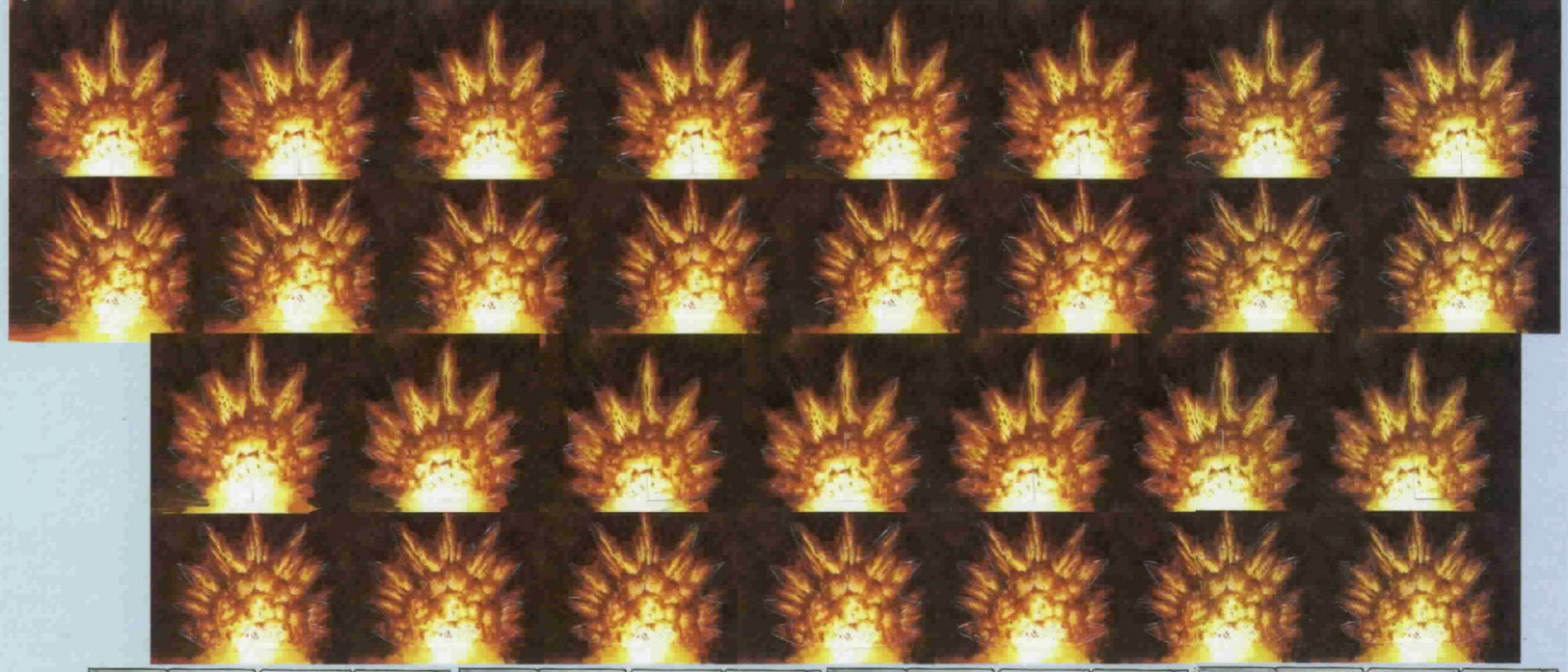

ORBITAL BARRAGE

Vessels orbiting the planet rain down a salvo of fire against the enemy.

You may make a single attack against one enemy detachment anywhere on the table. Roll 3D6 to determine the firepower of the attack. Any hits are allocated by your opponent.

Play this card in shooting phase, instead of nominating a detachment to fire.

DIVINE INSPIRATION

Your troops are filled with heroic courage and throw themselves into the fray with no regard for their own lives.

You may immediately remove D3 Blast markers from a single detachment in your army.

Play this card at any time.

FORCED MARCH

Speed is vital and your troops push themselves and their vehicles to the limit to reach their objective.

You may add 10cm to the Speed of all units in a single detachment for the rest of the turn.

Play this card at any time.

BRILLIANT STRATEGY

The threads of your plan come together now, outwitting your opponent at every turn and foiling his desperate attempts to out-manoeuvre your army.

Your army automatically wins the Initiative in this phase, do not draw an initiative counter.

Play this card at the start of any phase before initiative is decided

CURSES, FOILED AGAIN

By some amazing means, you have managed to turn the tables on your opponent.

This card cancels a Fate card played by your opponent and allows you to immediately use it yourself. If you do not or cannot use the card straightaway, it is discarded.

Play this card after your opponent plays a Fate card.

PSYCHIC BLAST 1

Pick one enemy unit within 30cm of one of your psykers. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic Blast with a higher value.

Play this card at any time.

USE ONE ONLY

Play this card after dice roll for a close combat or firefight.

COUNTER ATTACK

This card allows you to re-roll a single firefight or close combat dice roll. No dice may be re-rolled more than once.

PSYCHIC BLAST 1

Pick one enemy unit within 30cm of one of your psykers. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic Blast with a higher value.

Play this card at any time.

USE ONE ONLY

Play this card after dice roll for a close combat or firefight.

COUNTER ATTACK

This card allows you to re-roll a single firefight or close combat dice roll. No dice may be re-rolled more than once.

PSYCHIC BLAST 2

Pick one enemy unit within 30cm of one of your psykers. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic Blast with a higher value.

Play this card at any time.

USE ONE ONLY

Play this card after dice roll for a close combat or firefight.

COUNTER ATTACK

This card allows you to re-roll a single firefight or close combat dice roll. No dice may be re-rolled more than once.

PSYCHIC BLAST 2

Pick one enemy unit within 30cm of one of your psykers. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic Blast with a higher value.

Play this card at any time.

USE ONE ONLY

Play this card after dice roll for a close combat or firefight.

COUNTER ATTACK

This card allows you to re-roll a single firefight or close combat dice roll. No dice may be re-rolled more than once.

PSYCHIC BLAST 2

Pick one enemy unit within 30cm of one of your psykers. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic Blast with a higher value.

Play this card at any time.

USE ONE ONLY

Play this card after dice roll for a close combat or firefight.

COUNTER ATTACK

This card allows you to re-roll a single firefight or close combat dice roll. No dice may be re-rolled more than once.

PSYCHIC BLAST 3

Pick one enemy unit within 30cm of one of your psykers. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic Blast with a higher value.

Play this card at any time.

USE ONE ONLY

Play this card after dice roll for a close combat or firefight.

COUNTER ATTACK

This card allows you to re-roll a single firefight or close combat dice roll. No dice may be re-rolled more than once.

PSYCHIC BLAST 3

Pick one enemy unit within 30cm of one of your psykers. The unit takes a hit unless the opposing player nullifies the attack by playing a Psychic Blast with a higher value.

Play this card at any time.

USE ONE ONLY

Play this card after dice roll for a close combat or firefight.

COUNTER ATTACK

This card allows you to re-roll a single firefight or close combat dice roll. No dice may be re-rolled more than once.

HQ

HQ

HQ

HQ

HQ

WARHAMMER EPIC 40,000

		POINT COST
DETACHMENT NAME		
DETACHMENT TYPE		
PSYKER		
COMMANDER		
COMMANDER		
COMMANDER		

RESERVE SPEED	
HALF STRENGTH	
MORALE VALUE	
TOTAL POINT COST	

DETACHMENT MAIN FORCE	POINT COST
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

DETACHMENT SUPPORT	POINT COST
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES

CAMPAIGN HONOUR LIST

TACTICS AND NOTES